**“BIG 3” STATS**

*VP$IP -* Voluntarily Put Money In Pot [%]

A percentage between 0 and 1 representing the frequency you put money in the pot voluntarily (blinds do not count towards your VPIP). As SB, limping or raising would increase your VPIP; as BB, calling a raise or re-raising would increase your VPIP.

vpip = 0

for hand in hands:

    if p1.raised\_preflop() or p1.called\_preflop():

       # get the total number of hands they have called or raised preflop and add 1

       vpip += 1

 # normalize it

 vpip = vpip / p1.number\_of\_hands

*PFR -* Pre Flop Raise [%]

pfr = 0

for hand in hands:

    if p1.raised\_preflop():

       # get the total number of hands they have raised preflop

       pfr += 1

# normalize it

 pfr = pfr / p1.number\_of\_hands()+1

*AF -* Aggression Factor [#]

Calculated as (# raises post-flop + # bets postflop) / (# calls post-flop)

af = 0

agg = 0

pass = 0

for hand in hands:

    if p1.raised\_flop():

       # get the total number of bets, raises and calls on flop

agg += 1

if p1\_bet\_flop():

agg += 1

if p1\_called\_flop():

pass += 1

    if p1.raised\_turn():

       # get the total number of bets, raises and calls on turn

agg += 1

if p1\_bet\_turn():

agg += 1

if p1\_called\_turn():

pass += 1

    if p1.raised\_river():

       # get the total number of bets, raises and calls on river

agg += 1

if p1\_bet\_river():

agg += 1

if p1\_called\_river():

pass += 1

af = agg / pass

**PREFLOP STATS**

*ST -* Steal from SB [%]

As SB, (# times making a raise) / (# times as SB)

st = 0

for hand in hands:

if p1\_steals\_preflop():

st += 1

st = st / p1\_had\_button()

*LIMP* - Call from the SB [%]

As SB, (# times calling to complete the BB) / (# times as SB)

limp = 0

for hand in hands:

if p1\_limps\_preflop():

limp += 1

limp = limp / p1\_had\_button()

*FB* - Fold BB to Steal [%]

As BB, (# times folding to a steal) / (# times facing a steal)

fb = 0

for hand in hands:

if p2\_steals\_preflop():

if p1\_foldstosteal\_preflop():

limp += 1

fb = fb / p2\_steals\_preflop()

*3B* - Raise as BB when facing a SB raise [%]

As BB, (# times re-raising a steal) / (# times facing a steal)

3b = 0

for hand in hands:

if p2\_steals\_preflop():

if p1\_3b\_preflop():

3b += 1

3b = 3b / p2\_steals\_preflop()

*F3B* - Fold to 3-bet [%]

As SB, (# times folding to a 3B) / (# times facing a 3B from BB)

f3b = 0

for hand in hands:

if p1\_steals\_preflop():

if p2\_3b\_preflop():

if p1\_foldsto3b\_preflop()

3b += 1

f3b = f3b / p2\_3b\_preflop()

*4B* - Raise as SB when facing a BB 3B] [%]

As SB, (# times raising a 3B) / (# times facing a 3B from BB)

4b = 0

for hand in hands:

if p1\_steals\_preflop():

if p2\_3b\_preflop():

if p1\_4b\_preflop()

4b += 1

f3b = 4b / p2\_3b\_preflop()

*F4B* - Fold to 4-bet [%]

As BB, (# times folding to a 4B) / (# times facing a 4B from SB)

f4b = 0

for hand in hands:

if p2\_steals\_preflop():

if p1\_3b\_preflop():

if p2\_4b\_preflop()

if p1\_foldsto4b\_preflop():

4b += 1

f4b = f4b / p2\_4b\_preflop()

**POSTFLOP STATS**

*CB* - Continuation Bet [%]

As SB, (# times betting on the flop when checked to after raising pre-flop and getting called) / (# times checked to on flop after raising pre-flop and getting called)

cb = 0

p1\_cb\_opp = 0

for hand in hands:

if p1\_steals\_preflop():

if p2\_callsteal\_preflop():

if p2\_checks\_flop()

p1\_cb\_opp += 1

if p1\_bets\_flop():

cb += 1

cb = cb / p1\_cb\_opp()

*FCB* - Fold to Continuation Bet [%]

As BB, (# times folding to a CB) / (# times facing a CB)

fcb = 0

p2\_cb\_opp = 0

for hand in hands:

if p2\_steals\_preflop():

if p1\_callsteal\_preflop():

if p1\_checks\_flop()

p2cb\_opp += 1

if p2\_bets\_flop():

if p1\_folds\_flop():

fcb += 1

fcb = fcb / p2\_cb\_opp()

*CR* - Check-raise [%]

As BB, (# times raising a CB) / (# times facing a CB)

cr = 0

p2\_cb\_opp = 0

for hand in hands:

if p2\_steals\_preflop():

if p1\_callsteal\_preflop():

if p1\_checks\_flop()

p2cb\_opp += 1

if p2\_bets\_flop():

if p1\_raises\_flop():

cr += 1

cr = cr / p2\_cb\_opp()

*2CB* - Two-Barrel Continuation Bet [%]

As SB, (# times betting on the turn when checked to after a continuation bet is called) / (# times checked to on turn after a continuation bet is called)

2cb = 0

p1\_2cb\_opp = 0

for hand in hands:

if p1\_steals\_preflop():

if p2\_callsteal\_preflop():

if p2\_checks\_flop()

if p1\_bets\_flop():

if p2\_calls\_flop():

if p2\_checks\_turn():

p1\_2cb\_opp += 1

if p1\_bets\_turn():

2cb += 1

2cb = 2cb / p1\_2cb\_opp()

*F2CB* - Fold to Two-Barrel CBet [%]

As BB, (# times folding to a 2CB) / (# times facing a 2CB)

f2cb = 0

p2\_2cb\_opp = 0

for hand in hands:

if p2\_steals\_preflop():

if p1\_callsteal\_preflop():

if p1\_checks\_flop()

if p2\_bets\_flop():

if p1\_calls\_flop():

if p1\_checks\_turn():

p2\_2cb\_opp += 1

if p2\_bets\_turn():

if p1\_folds\_turn():

f2cb += 1

f2cb = f2cb / p2\_2cb\_opp()